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## SPECIFICATION

MODULE NO	VL128649A-WP
VERSION	A
CUSTOMER	
APPROVE by	

Sale by	Check by	Prepare by

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**ISSUE RECORD**

NO.	VER.	DATE	MODIFY REASON	MODIFY CONTENTS
1	A	2017/02/21	New issued	

## 1. General Specification

### 1.1 Mechanical Dimension

Item	Dimension	Unit
Number of Dots	128 x 64	dots
Module dimension (L x W x H)	26.7 x 61.26 x 1.41(Without component)	mm
View area	23.74 x 12.864	mm
Active area	21.744 x 10.864	mm
Dot size	0.17(W) x 0.17(H)	mm
Dot pitch	0.186(W) x 0.186(H)	mm
Color	White	
Interface	68xx 8bit	

### 1.2 Controller IC: SSD1306BZ Controller

## 2. Absolute Maximum Ratings

Item	Symbol	Min	Typ	Max	Unit
Operating Temperature	TOP	-40	—	+70	°C
Storage Temperature	TST	-40	—	+85	°C
Humidity		—	—	85	%
Supply Voltage For Logic	VDD	-0.3	—	4.0	V
Supply Voltage For Panel	Vcc	8	—	19	V
Operating lifetime			20000(*)		Hrs

\*:80cd/m<sup>2</sup> light on,50% checkerboard, Frame rate=105HZ, VCC=12V, 25°C ,50%RH, continued light ON !

End of lifetime is specified as 50% of initial brightness reached. The average operating lifetime at room temperature is estimated by the accelerated operation at high temperature conditions ·

Calculation of life from the beginning of product shipments, and customer's storage environment must comply with environmental regulations follows section 12.1 ; and guests are advised to inventory a period not exceeding three months .

### 3. Electrical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
Supply Voltage For Logic	$V_{CI}$	—	3.0	3.2	3.3	V
Supply Voltage For Panel	$V_{CC}$	—	11.5	12	12.5	V
Input High Volt.	$V_{IH}$	—	$0.8V_{CI}$	—	$V_{CI}$	V
Input Low Volt.	$V_{IL}$	—	0	—	$0.2V_{CI}$	V
Output High Volt.	$V_{OH}$	—	$0.9V_{CI}$	—	$V_{CI}$	V
Output Low Volt.	$V_{OL}$	—	0	—	$0.1V_{CI}$	V
*Supply Current(for $V_{DD}$ )	$I_{DD}$	—	—	45	—	mA

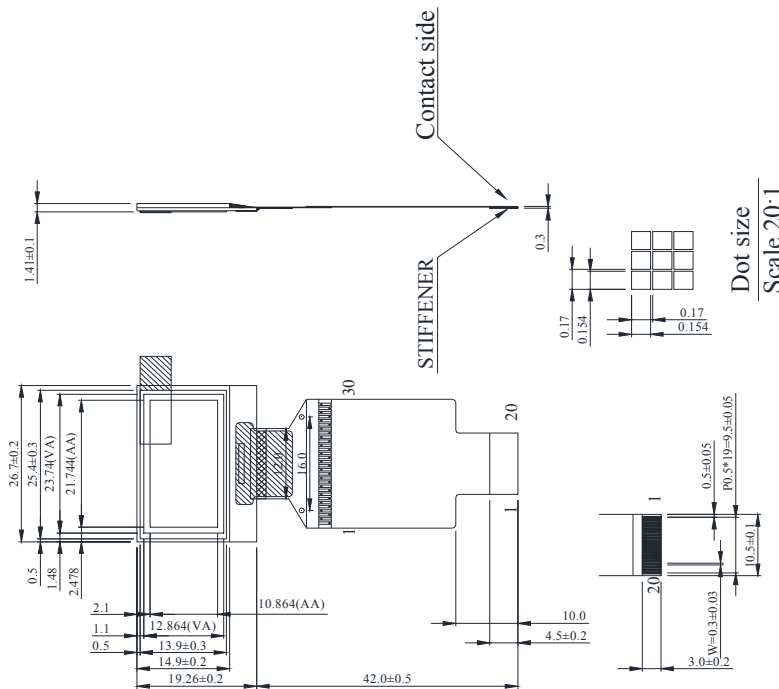
\*80cd/m<sup>2</sup> light on, Frame rate=105HZ,  $V_{DD}$ =3.2V,  $V_{CC}$  =12V, 25°C ,50%RH

### 4. Optical Characteristics

Item	Min.	Typ.	Max.	Unit
View Angle	160	—	—	deg
CIE x(White)	0.25	0.29	0.33	—
CIE y(White)	0.27	0.31	0.35	—
Dark Room contrast	2000:1	—	—	—
Response Time	—	10	—	μs
Brightness w	60	80	100	cd/m <sup>2</sup>

# 5. Dimensional Outlines

PIN NO.	SYMBOL
1	NC(GND)
2	VBAT
3	NC
4	VSS
5	VDD
6	CS#
7	RES#
8	D/C#
9	R/W#
10	E/RD#
11	DB0
12	DB1
13	DB2
14	DB3
15	DB4
16	DB5
17	DB6
18	DB7
19	VCC
20	DISP



The tolerance of non-specified dimension is ±0.2mm.

### SPECIFICATIONS

STORAGE TEMP : -40°C TO +85°C  
 OPERATING TEMP : -40°C TO +70°C  
 VIEWING DIRECTION : ALL  
 DRIVE CONDITION : 1/64 DUTY  
 Dot Matrix: 128\*64  
 INPUT VOLTAGE(Module): 3.0V(TYP)  
 68XX 8BIT

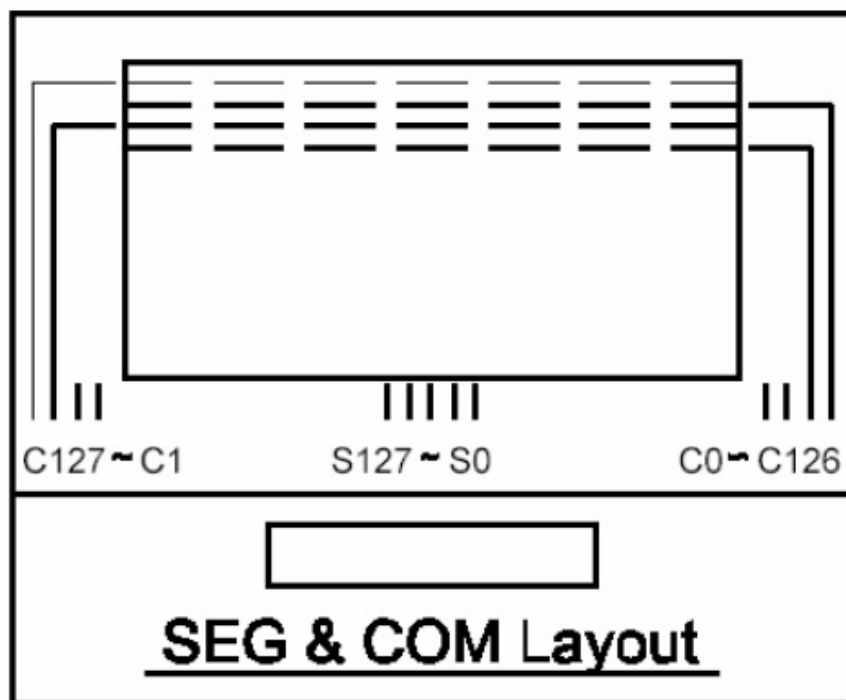
APPROVE	UNIT: mm	
CHECK	SCALE:	
DRAW	MODEL L128649A	REV : 0
	TITLE LCM DRAWING	
	DWG NO. 2012/12/05	

## 6. Interface Description

Pin No.	Symbol	Description
1	V <sub>SS</sub>	Ground
2	V <sub>BAT</sub>	Power supply for charge pump circuit.(Please NC)
3	NC	NC
4	V <sub>SS</sub>	Ground
5	V <sub>DD</sub>	Power supply for logic circuit.
6	CS#	Chip select input.
7	RES#	Reset signal input.
8	D/C	Data/ Command control. Pull high for write/read display data. Pull low for write command or read status.
9	R/W	Read/Write select pin.
10	E	Read/Write enable pin
11	DB0	Data bus(for parallel interface)
12	DB1	
13	DB2	
14	DB3	
15	DB4	
16	DB5	
17	DB6	
18	DB7	
19	NC	NC
25	V <sub>SS</sub>	Ground.



## 7. Panel Layout Diagram



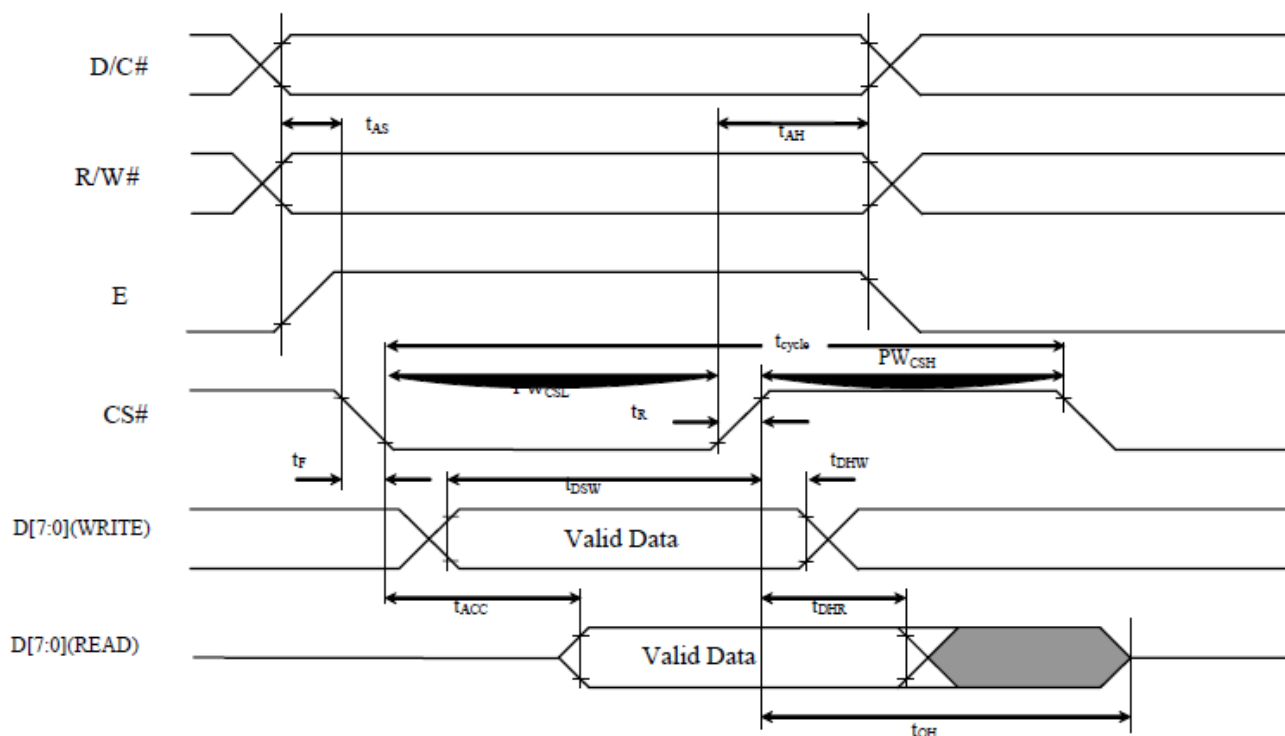
## **8. Application circuit**

Non

## 9. Timing Characteristics

### 6800 MPU Interface

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	300	-	-	ns
$t_{AS}$	Address Setup Time	0	-	-	ns
$t_{AH}$	Address Hold Time	0	-	-	ns
$t_{DSW}$	Write Data Setup Time	40	-	-	ns
$t_{DHW}$	Write Data Hold Time	7	-	-	ns
$t_{DHR}$	Read Data Hold Time	20	-	-	ns
$t_{OH}$	Output Disable Time	-	-	70	ns
$t_{ACC}$	Access Time	-	-	140	ns
$PW_{CSL}$	Chip Select Low Pulse Width (read)	120	-	-	ns
	Chip Select Low Pulse Width (write)	60	-	-	
$PW_{CSH}$	Chip Select High Pulse Width (read)	60	-	-	ns
	Chip Select High Pulse Width (write)	60	-	-	
$t_R$	Rise Time	-	-	40	ns
$t_F$	Fall Time	-	-	40	ns

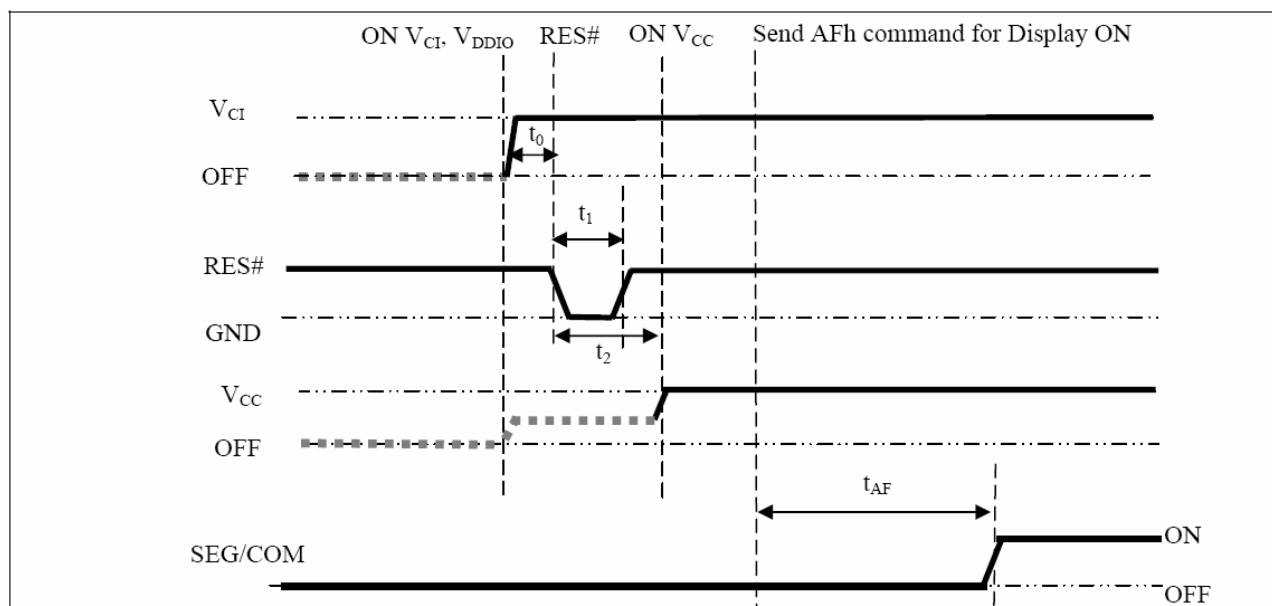


## 10. POWER ON / OFF SEQUENCE & APPLICATION CIRCUIT

### 10.1 POWER ON / OFF SEQUENCE

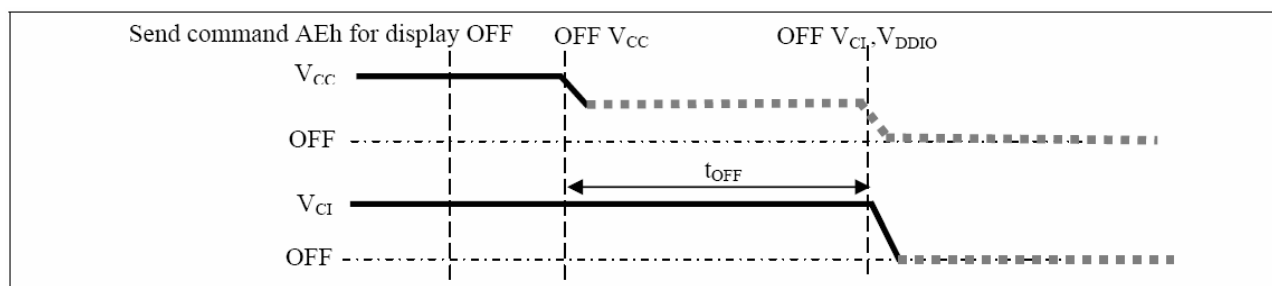
#### Power ON sequence:

1. Power ON  $V_{CI}$ .
2. After  $V_{CI}$  becomes stable, set wait time at least 1ms ( $t_0$ ) for internal  $V_{DD}$  become stable. Then set RES# pin LOW (logic low) for at least 100us ( $t_1$ )<sup>(4)</sup> and then HIGH (logic high).
3. After set RES# pin LOW (logic low), wait for at least 100us ( $t_2$ ). Then Power ON  $V_{CC}$ .<sup>(1)</sup>
4. After  $V_{CC}$  become stable, send command AFh for display ON. SEG/COM will be ON after 200ms( $t_{AF}$ ).



#### Power OFF sequence:

1. Send command AEh for display OFF.
2. Power OFF  $V_{CC}$ .<sup>(1), (2), (3)</sup>
3. Wait for  $t_{OFF}$ . Power OFF  $V_{CI}$ . (where Minimum  $t_{OFF}=0$ ms<sup>(5)</sup>, Typical  $t_{OFF}=100$ ms)



#### Note:

- (1) Since an ESD protection circuit is connected between  $V_{CI}$  and  $V_{CC}$ ,  $V_{CC}$  becomes lower than  $V_{CI}$  whenever  $V_{CI}$  is ON and  $V_{CC}$  is OFF as shown in the dotted line of  $V_{CC}$  in above figures.
- (2)  $V_{CC}$  should be kept float (disable) when it is OFF.
- (3) Power pins ( $V_{CI}, V_{CC}$ ) can never be pulled to ground under any circumstance.
- (4) The register values are reset after  $t_1$ .
- (5)  $V_{CI}$  should not be Power OFF before  $V_{CC}$  Power OFF.

# 11. Display Control Instruction

## Command Table

(R/W#(WR#) = 0, E(RD#) = 1 unless specific setting is stated)

1. Fundamental Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0 0	81 A[7:0]	1 A <sub>7</sub>	0 A <sub>6</sub>	0 A <sub>5</sub>	0 A <sub>4</sub>	0 A <sub>3</sub>	0 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Contrast Control	Double byte command to select 1 out of 256 contrast steps. Contrast increases as the value increases. (RESET = 7Fh )
0	A4/A5	1	0	1	0	0	1	0	X <sub>0</sub>	Entire Display ON	A4h, X <sub>0</sub> =0b: Resume to RAM content display (RESET) Output follows RAM content A5h, X <sub>0</sub> =1b: Entire display ON Output ignores RAM content
0	A6/A7	1	0	1	0	0	1	1	X <sub>0</sub>	Set Normal/Inverse Display	A6h, X[0]=0b: Normal display (RESET) 0 in RAM: OFF in display panel 1 in RAM: ON in display panel A7h, X[0]=1b: Inverse display 0 in RAM: ON in display panel 1 in RAM: OFF in display panel
0	AE AF	1	0	1	0	1	1	1	X <sub>0</sub>	Set Display ON/OFF	AEh, X[0]=0b: Display OFF (sleep mode) (RESET) AFh X[0]=1b: Display ON in normal mode

2. Scrolling Command Table																				
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description									
0	26/27	0	0	1	0	0	1	1	X <sub>0</sub>	Continuous	26h, X[0]=0, Right Horizontal Scroll									
0	A[7:0]	0	0	0	0	0	0	0	0	Horizontal Scroll	27h, X[0]=1, Left Horizontal Scroll									
0	B[2:0]	*	*	*	*	*	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>	Setup	(Horizontal scroll by 1 column)									
0	C[2:0]	*	*	*	*	*	C <sub>2</sub>	C <sub>1</sub>	C <sub>0</sub>		A[7:0] : Dummy byte (Set as 00h)									
0	D[2:0]	*	*	*	*	*	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>		B[2:0] : Define start page address									
0	E[7:0]	0	0	0	0	0	0	0	0		<table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table>	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5	
000b – PAGE0	011b – PAGE3	110b – PAGE6																		
001b – PAGE1	100b – PAGE4	111b – PAGE7																		
010b – PAGE2	101b – PAGE5																			
0	F[7:0]	1	1	1	1	1	1	1	1		<table border="1"> <tr> <td>000b – 5 frames</td> <td>100b – 3 frames</td> </tr> <tr> <td>001b – 64 frames</td> <td>101b – 4 frames</td> </tr> <tr> <td>010b – 128 frames</td> <td>110b – 25 frame</td> </tr> <tr> <td>011b – 256 frames</td> <td>111b – 2 frame</td> </tr> </table>	000b – 5 frames	100b – 3 frames	001b – 64 frames	101b – 4 frames	010b – 128 frames	110b – 25 frame	011b – 256 frames	111b – 2 frame	
000b – 5 frames	100b – 3 frames																			
001b – 64 frames	101b – 4 frames																			
010b – 128 frames	110b – 25 frame																			
011b – 256 frames	111b – 2 frame																			
											D[2:0] : Define end page address									
											<table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table>	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5	
000b – PAGE0	011b – PAGE3	110b – PAGE6																		
001b – PAGE1	100b – PAGE4	111b – PAGE7																		
010b – PAGE2	101b – PAGE5																			
											The value of D[2:0] must be larger or equal to B[2:0]									
											E[7:0] : Dummy byte (Set as 00h)									
											F[7:0] : Dummy byte (Set as FFh)									

2. Scrolling Command Table										Command		Description	
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0				
0	29/2A	0	0	1	0	1	0	X <sub>1</sub>	X <sub>0</sub>	Continuous	29h, X <sub>1</sub> X <sub>0</sub> =01b : Vertical and Right Horizontal Scroll		
0	A[2:0]	0	0	0	0	0	0	0	0	Vertical and	2Ah, X <sub>1</sub> X <sub>0</sub> =10b : Vertical and Left Horizontal Scroll		
0	B[2:0]	*	*	*	*	*	*	B <sub>2</sub>	B <sub>1</sub>	Horizontal Scroll	(Horizontal scroll by 1 column)		
0	C[2:0]	*	*	*	*	*	*	C <sub>2</sub>	C <sub>1</sub>	Setup	A[7:0] : Dummy byte		
0	D[2:0]	*	*	*	*	*	*	D <sub>2</sub>	D <sub>1</sub>				
0	E[5:0]	*	*	E <sub>5</sub>	E <sub>4</sub>	E <sub>3</sub>	E <sub>2</sub>	E <sub>1</sub>	E <sub>0</sub>				
											B[2:0] : Define start page address		
											000b – PAGE0	011b – PAGE3	110b – PAGE6
											001b – PAGE1	100b – PAGE4	111b – PAGE7
											010b – PAGE2	101b – PAGE5	
											C[2:0] : Set time interval between each scroll step in terms of frame frequency		
											000b – 5 frames	100b – 3 frames	
											001b – 64 frames	101b – 4 frames	
											010b – 128 frames	110b – 25 frame	
											011b – 256 frames	111b – 2 frame	
											D[2:0] : Define end page address		
											000b – PAGE0	011b – PAGE3	110b – PAGE6
											001b – PAGE1	100b – PAGE4	111b – PAGE7
											010b – PAGE2	101b – PAGE5	
											The value of D[2:0] must be larger or equal to B[2:0]		
											E[5:0] : Vertical scrolling offset		
											e.g. E[5:0]=01h refer to offset =1 row		
											E[5:0]=3Fh refer to offset =63 rows		
											<b>Note</b>		
											<sup>(1)</sup> No continuous vertical scrolling is available.		
0	2E	0	0	1	0	1	1	1	0	Deactivate scroll	Stop scrolling that is configured by command 26h/27h/29h/2Ah.		
											<b>Note</b>		
											<sup>(1)</sup> After sending 2Eh command to deactivate the scrolling action, the ram data needs to be rewritten.		
0	2F	0	0	1	0	1	1	1	1	Activate scroll	Start scrolling that is configured by the scrolling setup commands :26h/27h/29h/2Ah with the following valid sequences:		
											Valid command sequence 1: 26h ;2Fh.		
											Valid command sequence 2: 27h ;2Fh.		
											Valid command sequence 3: 29h ;2Fh.		
											Valid command sequence 4: 2Ah ;2Fh.		
											For example, if “26h; 2Ah; 2Fh.” commands are issued, the setting in the last scrolling setup command, i.e. 2Ah in this case, will be executed. In other words, setting in the last scrolling setup command overwrites the setting in the previous scrolling setup commands.		

2. Scrolling Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	A3	1	0	1	0	0	0	1	1	Set Vertical Scroll Area	<p>A[5:0] : Set No. of rows in top fixed area. The No. of rows in top fixed area is referenced to the top of the GDDRAM (i.e. row 0).[RESET = 0]</p> <p>B[6:0] : Set No. of rows in scroll area. This is the number of rows to be used for vertical scrolling. The scroll area starts in the first row below the top fixed area. [RESET = 64]</p> <p><b>Note</b></p> <p><sup>1)</sup> A[5:0]+B[6:0] &lt;= MUX ratio</p> <p><sup>2)</sup> B[6:0] &lt;= MUX ratio</p> <p><sup>3a)</sup> Vertical scrolling offset (E[5:0] in 29h/2Ah) &lt; B[6:0]</p> <p><sup>3b)</sup> Set Display Start Line (X<sub>5</sub>X<sub>4</sub>X<sub>3</sub>X<sub>2</sub>X<sub>1</sub>X<sub>0</sub> of 40h~7Fh) &lt; B[6:0]</p> <p><sup>4)</sup> The last row of the scroll area shifts to the first row of the scroll area.</p> <p><sup>5)</sup> For 64d MUX display  A[5:0] = 0, B[6:0]=64 : whole area scrolls  A[5:0]= 0, B[6:0] &lt; 64 : top area scrolls  A[5:0] + B[6:0] &lt; 64 : central area scrolls  A[5:0] + B[6:0] = 64 : bottom area scrolls</p>
0	A[5:0]	*	*	A <sub>5</sub>	A <sub>4</sub>	A <sub>3</sub>	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>		
0	B[6:0]	*	B <sub>6</sub>	B <sub>5</sub>	B <sub>4</sub>	B <sub>3</sub>	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>		

3. Addressing Setting Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	00-0F	0	0	0	0	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Lower Column Start Address for Page Addressing Mode	<p>Set the lower nibble of the column start address register for Page Addressing Mode using X[3:0] as data bits. The initial display line register is reset to 0000b after RESET.</p> <p><b>Note</b></p> <p><sup>1)</sup> This command is only for page addressing mode</p>
0	10-1F	0	0	0	1	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Higher Column Start Address for Page Addressing Mode	<p>Set the higher nibble of the column start address register for Page Addressing Mode using X[3:0] as data bits. The initial display line register is reset to 0000b after RESET.</p> <p><b>Note</b></p> <p><sup>1)</sup> This command is only for page addressing mode</p>
0	20	0	0	1	0	0	0	0	0	Set Memory Addressing Mode	<p>A[1:0] = 00b, Horizontal Addressing Mode  A[1:0] = 01b, Vertical Addressing Mode  A[1:0] = 10b, Page Addressing Mode (RESET)  A[1:0] = 11b, Invalid</p>
0	A[1:0]	*	*	*	*	*	*	A <sub>1</sub>	A <sub>0</sub>		
0	21	0	0	1	0	0	0	0	1	Set Column Address	<p>Setup column start and end address</p> <p>A[6:0] : Column start address, range : 0-127d, (RESET=0d)</p> <p>B[6:0]: Column end address, range : 0-127d, (RESET =127d)</p> <p><b>Note</b></p> <p><sup>1)</sup> This command is only for horizontal or vertical addressing mode.</p>
0	A[6:0]	*	A <sub>6</sub>	A <sub>5</sub>	A <sub>4</sub>	A <sub>3</sub>	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>		
0	B[6:0]	*	B <sub>6</sub>	B <sub>5</sub>	B <sub>4</sub>	B <sub>3</sub>	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>		

3. Addressing Setting Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	22	0	0	1	0	0	0	1	0	Set Page Address	Setup page start and end address A[2:0] : Page start Address, range : 0-7d, (RESET = 0d) B[2:0] : Page end Address, range : 0-7d, (RESET = 7d)  <b>Note</b> <sup>1)</sup> This command is only for horizontal or vertical addressing mode.
0	A[2:0]	*	*	*	*	*	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>		
0	B[2:0]	*	*	*	*	*	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>		
0	B0~B7	1	0	1	1	0	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Page Start Address for Page Addressing Mode	Set GDDRAM Page Start Address (PAGE0~PAGE7) for Page Addressing Mode using X[2:0].  <b>Note</b> <sup>1)</sup> This command is only for page addressing mode

4. Hardware Configuration (Panel resolution & layout related) Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	40~7F	0	1	X <sub>5</sub>	X <sub>4</sub>	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Display Start Line	Set display RAM display start line register from 0-63 using X <sub>0</sub> X <sub>1</sub> X <sub>2</sub> X <sub>3</sub> X <sub>4</sub> X <sub>5</sub> . Display start line register is reset to 000000b during RESET.
0	A0/A1	1	0	1	0	0	0	0	X <sub>0</sub>	Set Segment Re-map	A0h, X[0]=0b: column address 0 is mapped to SEG0 (RESET) A1h, X[0]=1b: column address 127 is mapped to SEG0
0	A8	1	0	1	0	1	0	0	0	Set Multiplex Ratio	Set MUX ratio to N+1 MUX N=A[5:0] : from 16MUX to 64MUX, RESET= 111111b (i.e. 63d, 64MUX) A[5:0] from 0 to 14 are invalid entry.
0	A[5:0]	*	*	A <sub>5</sub>	A <sub>4</sub>	A <sub>3</sub>	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>		
0	C0/C8	1	1	0	0	X <sub>3</sub>	0	0	0	Set COM Output Scan Direction	C0h, X[3]=0b: normal mode (RESET) Scan from COM0 to COM[N-1] C8h, X[3]=1b: remapped mode. Scan from COM[N-1] to COM0 Where N is the Multiplex ratio.
0	D3	1	1	0	1	0	0	1	1	Set Display Offset	Set vertical shift by COM from 0d~63d The value is reset to 00h after RESET.
0	A[5:0]	*	*	A <sub>5</sub>	A <sub>4</sub>	A <sub>3</sub>	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>		
0	DA	1	1	0	1	1	0	1	0	Set COM Pins Hardware Configuration	A[4]=0b, Sequential COM pin configuration A[4]=1b(RESET), Alternative COM pin configuration  A[5]=0b(RESET), Disable COM Left/Right remap A[5]=1b, Enable COM Left/Right remap
0	A[5:4]	0	0	A <sub>5</sub>	A <sub>4</sub>	0	0	1	0		



5. Timing & Driving Scheme Setting Command Table																							
D/C#Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description													
0 0	D5 A[7:0]	1 A <sub>7</sub>	1 A <sub>6</sub>	0 A <sub>5</sub>	1 A <sub>4</sub>	0 A <sub>3</sub>	1 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Display Clock Divide Ratio/Oscillator Frequency	<p>A[3:0] : Define the divide ratio (D) of the display clocks (DCLK): Divide ratio= A[3:0] + 1, RESET is 0000b (divide ratio = 1)</p> <p>A[7:4] : Set the Oscillator Frequency, F<sub>OSC</sub>. Oscillator Frequency increases with the value of A[7:4] and vice versa. RESET is 1000b Range:0000b~1111b Frequency increases as setting value increases.</p>												
0 0	D9 A[7:0]	1 A <sub>7</sub>	1 A <sub>6</sub>	0 A <sub>5</sub>	1 A <sub>4</sub>	1 A <sub>3</sub>	0 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Pre-charge Period	<p>A[3:0] : Phase 1 period of up to 15 DCLK clocks 0 is invalid entry (RESET=2h)</p> <p>A[7:4] : Phase 2 period of up to 15 DCLK clocks 0 is invalid entry (RESET=2h)</p>												
0 0	DB A[6:4]	1 0	1 A <sub>6</sub>	0 A <sub>5</sub>	1 A <sub>4</sub>	1 0	0 0	1 0	1 0	Set V <sub>COMH</sub> Deselect Level	<table border="1"> <thead> <tr> <th>A[6:4]</th> <th>Hex code</th> <th>V<sub>COMH</sub> deselect level</th> </tr> </thead> <tbody> <tr> <td>000b</td> <td>00h</td> <td>~ 0.65 x V<sub>CC</sub></td> </tr> <tr> <td>010b</td> <td>20h</td> <td>~ 0.77 x V<sub>CC</sub> (RESET)</td> </tr> <tr> <td>011b</td> <td>30h</td> <td>~ 0.83 x V<sub>CC</sub></td> </tr> </tbody> </table>	A[6:4]	Hex code	V <sub>COMH</sub> deselect level	000b	00h	~ 0.65 x V <sub>CC</sub>	010b	20h	~ 0.77 x V <sub>CC</sub> (RESET)	011b	30h	~ 0.83 x V <sub>CC</sub>
A[6:4]	Hex code	V <sub>COMH</sub> deselect level																					
000b	00h	~ 0.65 x V <sub>CC</sub>																					
010b	20h	~ 0.77 x V <sub>CC</sub> (RESET)																					
011b	30h	~ 0.83 x V <sub>CC</sub>																					
0	E3	1	1	1	0	0	0	1	1	NOP	Command for no operation												

**Note**

(1) "\*" stands for "Don't care".

## 12. Reliability

### ■ Content of Reliability Test

NO.	Items.	Specification	Applicable Standard
1	High temp. (Non-operation)	85°C, 240hrs	—
2	High temp. (Operation)	70°C, 120hrs	—
3	Low temp. (Operation)	-40°C, 120hrs	—
4	High temp. / High. humidity (Operation)	60°C, 90%RH, 120hrs	—
5	Thermal shock(Non-operation)	-40°C ~85°C (-40°C /30min; transit /3min; 85°C /30min; transit /3min) 1cycle: 66min, 100 cycles.	—
6	Vibration	Total fixed amplitude : 1.5mm Vibration Frequency :10~55Hz One cycle 60 seconds to 3 directions of X,Y,Z for Each 15 minutes	—
7	Drop	Height: 120cm Sequence : 1 angle 、 3 edges and 6 faces Cycles: 1	—

### Test and measurement conditions

1. All measurements shall not be started until the specimens attain to temperature stability.
2. All-pixels-on is used as operation test pattern.
3. The degradation of Polarizer are ignored for item 1, 4 & 5.

### Evaluation criteria

1. The function test is OK.
2. No observable defects.
3. Luminance: > 50% of initial value.
4. Current consumption: within  $\pm 50\%$  of initial value.

### \*12.1 Storage Environment Required

Temperature:  
Humidity:

$23 \pm 5^{\circ}\text{C}$   
 $10 \pm 5\% \text{ RH}$

## 13. Numbering system

V L 12864 9A - W P

① ② ③ ④ ⑤ ⑥ ⑦

### 1. Brand Name

V	Vitek Display co., LTD
---	------------------------

### 2. Display Type

L	OLED Type
---	-----------

### 3. Number of Pixels

Graphic Module	Row Dots × Column Dots
----------------	------------------------

### 4. Series number

1-9	Series Number
-----	---------------

### 5. LCD Mode:

B	Blue
G	Green
W	White
Y	Yellow
C	Color

### 6. DC/DC

X	Without Positive Voltage
P	Positive Voltage

### 7. Special code

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